

## YPN Beer Pong Rules

**No player shall be required or encouraged to drink as a result of any part of the game.**

**Cups.** Each side will have 6 cups, placed where indicated. Cups may not be leaning or tilting. The cups are to be reused every round.

**Fill.** Cups shall be filled 1/3-1/2 full of **water**. These water cups are not for consumption.

**Table Sides.** Teams shall agree on table sides. If no agreement is reached, rock, paper scissors shall be used to determine which teams gets preference.

**Shooting.** Rock, Paper Scissors shall be used to determine which team shoots first. Each team member will get 1 shot per their side's possession of the ball

**Shifted Cups.** Cups that drift out of position may be reformed, but only at the request of the shooter.

**Double Elimination.** If no cups are scored after each team shoots 6 rounds, both teams are eliminated and the opponent scheduled for the winner of the match receives a bye and advances to the next round of the tournament.

**No Defense.** The ball in play shall **NOT** be grabbed, swatted or otherwise removed after it makes contact with a cup or the table. You may not grab or swat a bounced ball before the ball comes to a stop or is otherwise out of play.

**No Interference.** In the event of player interference prior to the ball making contact with a cup, a one-cup penalty will be imposed for the interference. The shooter who had his or her shot interfered with may choose the cup to be removed.

**Bounce Shots.** Players are allowed to shoot via bounce, however all shots count as 1 cup

**Reformations at 3 & 1.** When only 3 cups remain, they may be reformed into a centered triangle upon shooting teams request. A single cup may be centered upon request. No other reformations are allowed.

**No Double Cup.** Cups should be removed as soon as they are hit. It is the responsibility of the shooting team to wait until a hit cup is removed to take their next shot. If a team shoots while the opposing team is reforming or in the process of

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removing a cup from the table, and the ball goes in the same cup, the second shot will not count as an additional cup.

**No roll backs.** The ball will not be returned to a team for making both shots. The game will continue alternating sides.

**Shooting Position.** Players must shoot behind the designated line. Players may not edge themselves around the table when they shoot.

**Spilled Cups.** If a team knocks over one of its own cups, that team loses that cup(s).

**No 'own goals'!** no cups are taken for any player who drops or rinses the ball in his own team's cups while in possession.

**Backboard Shots.** In the event that a player who does not have possession of the ball comes in contact with the ball and as a result that ball enters one of his own cups, such as by unintentionally acting as a backboard, that shot **IS** counted.

**Ending the game.** In the event of a tie, there is a sudden-death, 1 cup redemption round. First team to make the cup, wins the game. Each team will get one shot per possession of the ball.

**Time Limit for Shooting.** In general, players are expected to take their shots within a reasonable amount of time, and in accordance with proper sportsmanship.

**Temporarily Absent.** In the event that a player is temporarily absent, no substitution may be made. The game continues without the missing player, with the present team member shooting twice.

**Time Limit.** No Game shall last over 15 minutes. At 15 minutes, the team with the highest score shall advance. If the score is tied, the next team to make a cup wins.